# Are you Familiar?

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# Are you Familiar?

By Elliots Last Gasp

## Scenario Background

Arriving at the Fallen Frog Family Inn after finally getting their hands on the third Black Ruby the idea of a pint and a quiet night in didn't sound too bad even with the lumpy matresses at the Inn. It would appear Mad Hat Sting had other plans however, even though Usklor was out on an errand and he was still searching the location of another ruby he thought he had a great plan. Sitting around one of the Inns rotting tables he elaborated his scheme to the Heroes.
"The King disapproves of me and Usklor, that doesn't leave him that far off hating you. I saw a few of his guard outside this Inn only yesterday he must be planning to take you in again soon but this time we have the advantage. There is a poster going round at the moment I snatched one a few minutes ago, now are you familiar with this?" Mad Hat Sting then lobbed a peice of curled up parchment into the Heroes plate of half finished mash, unfolding it the Heroes saw a massive picture covering half of the page of a Dark Creature behind bars.
Hail Citizens, the Zoo of Aguyas has become a mad house we are unaware of the seriousness of the situation but we must take it as a code orange one. Riches abound, honour to be gained and the city to save; to fight this evil find me, Vincen Korement at the entrance to the Zoo.
"Yes, Vincen likes the sound of his own voice and whatever code orange means I don't think anyone knows but this is the perfect chance to get King Reionate on our side, my advice is go to the zoo destroy this feeble sorcery that is going around and seek out the Kings council," Mad Hat Sting spoke posing it as advice yet of course knowing the Heores would agree.

## Mission Goals

The Heroes must help the Kings Guard to destroy the madness that has fallen upon all the creatures at the Zoo and hopefully get King Reionate to be more loyal to the Heroes. A bit more knowledge may fall their way after their encounters of the Beasts within.

**Important: The Heroes start with 6 Conquest Tokens.**

**The Heroes cannot use Familiars in this adventure and if they should get such a trait they should draw another one. However, Ronan can use Pico and Vyrah the Falconer can use Sky.**

**Templates:**
**Gap 1 and 2: These are both 3x2 coriddor peices from Tomb of Ice.**

**Gap 3: This is the 10x10 from Tomb of Ice everything is place on like it is on the map just with the template underneath.**
**The Spirit Wolf Enclosure: This room has 3 parts the two 2x2 peices are change over peices that go from inside to outside and vice versa. The other peice is the big 6x6 outdoor peice with the already attatched corners. Everything on this is done like on the map.**

**Chests:**
**Copper 1: 1 Treasure, 100 coins and a Curse**
**Copper 2: 2 Treasures and 2 Curses**
**Copper 3: 1 Treasure, 100 coins, 1 Conquest Token and a Curse**
**Silver 1: 1 Treasure and a Conquest Token**
**Silver 2: 1 Treasure, 2 Conquest Tokens, a Curse and 200 coins**
**Silver 3: A Treasure**
**Gold 1 and 2: 300 coins, 1 Treasure, 3 Conquest Tokens, 2 Curses and a Curse of the Monkey God**

## Boggs at the Front Line

"Planks in front, archers behind," Vincen Korement shouted at his men marching into the zoo through its massive Iron gates. "You four," the captain yelled at the Heroes approaching, "I wondered when you'd show up I could use your help, so far we can't penetrate past this first wave of creatures I am led to believe a rat is commanding the beasts here once we kill him are way through this place will fall a lot faster."
The Heroes then entered the zoo with the next wave of soldiers, inside was Boggs the Rat hurrying back and forth giving out orders. "You four flank the right side the rest of you from the front, spider hold the back line," the tiny creature squeaked.

**Important: The Ghost marker here is Boggs the Rat use his Familiar Token for him.**

**The ?'s are soldiers use other Hero figures for them they have the same stats a normal Beastman they also attack like a monster and move like one but they are under the Heroes control their actions happen before the Heroes. When this room is cleared the Heroes no longer control them.**

**Boggs cannot be attacked by anything but meele his stats are the same as a normal Master Beastman except he doesn't have any plus damage and his command works differently. Boggs the Rat command has a 4 square radius and gives +2 Damage on all monsters under it. Finally Boggs has Fear 1.**

**Read when Boggs dies read: The rat squeals its last and Vincen enters, "Well done, my men and I will secure this place, set up a perimeter, you must go on and try to finish off any more enemies in this place."**

**The Overlord cannot spawn in Boggs at the Front Line after Boggs death.**

## Monkey Business

Moving along the stone steps up to the Gorilla Jungle the Heroes can hear the monkeys screaching and fighting amongst themselves a giant silverback is ahead he starts to swing from branch to branch in a massive leap towards the Heroes.

**Important: The Hell Hounds here are Blood Apes.**

**Everytime a Hero kills a Blood Ape he gets a Monkey Token these can be traded in at Town 2 for a Copper 3 for a Silver and 4 for a Gold Treasure. (The Hero who kills the Blood Ape recieves the Token they cannot be traded with other Heroes)**

**Dont place out the silver chest or the pits until the Master Blood Ape dies.**
**Don't place out the boulder or its direction key as well until the Master Blood Ape is dead.**

**Read when the Master Blood Ape dies: The mighty silverback falls to the ground in a rampent rage crashing loudly to the floor he causes several cracks which open up into pits. Suddenly a boulder smashes down rolling towards the Heroes.**

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## Sharr the Darkwing

Sharr the Brightwing is the name of the cage ahead yet the door has been blown off by what looks like a giant claw. A dragon with black smoke emenating from all around her is what is left of Sharr the Brightwing.
"Looking for Sharr? that would be me but today I don't want to be starred at given barely any food and mishandled by your kind or even heal your pathetic wounds."

**Important: The Master Dragon here is Sharr the Darkwing she is the same a normal Master Dragon yet at the start of each Overlord turn she heals all friendly monsters for two wounds (She CAN'T heal herself).**

**Read when Sharr is dead: The Dragon fails to heal herself and topples over breaking her now useless wings a saucer with serated edges flys at the Heroes. Give the Heroes the Silver Treasure Flying Death if they don't already have it that is.**

## The Spirit Wolf Enclosure

The Heroes enter the Wolf Enclosure before they realise it they are soon surronded by what looks like wispy wolf figures. One of these wolves enters the ring his pack has made around the Heroes and howls.
"The Snake man does not wish for you to enter this grove sub creature leave now or I will release the wolves," Furr the Spirit Wolf said howling once again at the moon rising in the sky.

**Important: The Hell Hounds in this room are Wendigos.**

**When the Heroes open the door place them on the ?'s don't actually place out these ?'s.**

**The Wendigos in this room have the Stealth ability.**

**The Master Wendigo here is Furr the Spirit Wolf he is the same as a normal Wendigo accept has Ghost and Stealth as well as 5 additional health.**

**Read when Furr is dead: The wolf howls one last time and the once mighty spirit wolf becomes nothing but spirit.**

## Soul Snatcher

Dark Energy darkens this room if it wasn't for a few torches it would be pitch black. Shades move around gently whistling in the wind as suddenly one of them enters into a Heroes body deep into the soul were heart of the Hero shrivels and then the Hero opens a pair of black eyes.

**Important: All the Sorcerors in this room are Shades.**
**Don't place out the Master Shade until told for this is Shadow Soul.**
**Shadow Soul is the same as normal Silver Level Master Shade.**

**Place the Shadow Soul marker on a Hero of the Overlords choice this Hero serves the Overlord like a normal monster except with all the extra abilities (He can't do Battle actions or Run actions like a normal Hero). The other Heroes must deal at least four wounds on the Hero to get Shadow Soul out of the Hero if Shadow Soul stays in the Hero for more than two turns the Hero dies as well as Shadow Soul.**

**Read when Shadow Soul if beaten out of the Hero: Shadow Soul leaves the body and enters another Hero (Cannot be the same one). The Same rules apply as the first time.**

**Read when Shadow Soul is beaten out of the second Hero: The Shade flees to the otherside of the room throwing a Shadow Beam at the Heroes.**

**Place out the Master Shade this is Shadow Soul he is the same as a normal Master Shade of Silver Level except he has Bolt this works the same as Breath but uses at different range scale.**

**Read when Shadow Soul dies: The Shade rises in the air then diverts downwards and with a bolt of blackness he dissapears into the ground. A dark axe appears in the room suddenly, give the Heroes the silver treasure Grinding Axe that is if they don't already have it.**

## Lord of Snakes

Medusas cover the area and behind them all is what appears to be Naslam the Naga mage from the Frozen Wastes who left his tower after the Heroes interrigation about his Ruby maybe he should of died earlier.
"Surprised to see me?" the Naga said as the door closed behind them. "If you aren't your eyes seem to be telling me a different story, when I found out that you had my Ruby I simply had to reclaim it so would you be a dear and give it to me." After a few awkward seconds the mage spoke ", such surprises I never knew, well this time you will feel the full wrath of my power." The room suddenly became very cold and started rotating when it finally lay still portals emerged from either side and creatures started emerging from them. Rock rose beneath Naslam putting him on a platform. "This wont be a surprise!"

**Important: When the Heroes enter this room they get all their health back.**
**Also when the Heroes attack two of their black power dice become silver.**

**The Ogre in this room is a Troll and the Beastmen are Medusa's all the creatures in this room are of Silver level accept the ones behind the Rubble they are of Diamond.**

**The ?'s on the edge peice of this room show that these are portals. Don't place out the ?'s**

**The Portals in this room summon monsters and cant be used to travel to other portals. At the start of the Overlords turn roll a Power die on an Enhancement place two Sorcorers next to the portal on a surge place an Ogre on a Blank place a Master Manticore. Do this for both portals if you run out of figures use Masters or normals for them after that use something you think would be a suitable monster(s) for a summon for instance instead of Sorcerors Shades. All the creatures that are summoned are of Silver Level. If there is someone next the portal place the summoned creature as close as possible. Naslam and all monsters behind the rubble cannot attack until both portals are destroyed they cannot be attacked by anyone with Earth Pact either.**

**The Heroes can destroy the portals by standing adjacent to the portal and doing a Prolonged Magic (5) after successfully doing this to one portal read: The portal collapses and the Monsters stop appearing from it. Read when both portals are destroyed: The Naga clicks his boney fingers and the stone platform he stood on crashed down. "Filthy sinners I will makes examples to the Warlord with your carcases."**

**Naslam can now attack he is the same as a normal Master Diamond Level Naga. The Two Skeletons next to him are also Diamond Level Skeletons. Remove the Rubble Tokens Naslam is now active.**

**Read if the Heroes run out of Conquest Tokens: The Wolves encircle, the monkeys hang from above and as the snakes entangle**

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**their coils around the Heroes throats reality dies and so do the Heores. The Heroes lose.**

**Read when Naslam has Five Health left: "Death will cleanse this world and when it does I will make sure you are the four that die first," the Naga said as he opened up a Black Portal entering it he dissapeared.**
**Returning to Vincen he told them to visit the King in his Castle of Champions. "You four again, well I can't deny you prove yourselves useful I must say you are doing far more than stepping toes out of line though I would make an example of you if it weren't for today take your reward and leave I have arranged a few gems for you to take." A large sack of stones was dropped next to the Heroes yet the one on top was unmistakeabley a Black Ruby saying nothing of it the Heroes left. The Heroes win.**

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